MULTIMEDIA UNIVERSITY

STUDENT ID NO

MULTIMEDIA UNIVERSITY

FINAL EXAMINATION

TRIMESTER 2, 2016/2017

MIS1013 – INTERACTION STUDIES

(All sections / Groups)

28 FEBRUARY 2017
2.30 p.m. – 4.30 p.m.
(2 Hours)

INSTRUCTIONS TO STUDENTS

1. This question paper consists of 2 pages including the cover page with 6 questions only.

2. Answer ANY **FOUR** questions. All questions carry equal marks and the distribution of the marks for each question is provided.

3. Please print all your answers in the answer booklet provided.

Instruction : Attempt ANY FOUR(4) questions. **(40 marks)**

Question 1

Explain the five essential principles in the practice of interaction design. (10 marks)

Question 2

One of the initial and important stages of interaction design is known as "Defining the Problem". What is defining the problem? What are the main six steps taken to define the problem? (10 marks)

Question 3

An important aspect in developing an engaging graphical user-interface (GUI) begins with the creation of user personas. Explain why it is important to profile end-users and develop a persona when developing an interaction. In your answer, list out the three major types of personas and briefly describe them. (10 marks)

Question 4

Why is "navigation" important when developing Web Apps? Name the three types of Web App navigation styles and provide examples where necessary to support your answer. (10 marks)

Question 5

To-date, interaction design tends to focus on just three human senses. Name the three senses and provide three interaction examples for each sense. (10 marks)

Question 6

A well-designed interaction will help create good user experience for products and services. Discuss this. (10 marks)

End of Paper